



DEPARTMENT OF THE ARMY
JOINT READINESS TRAINING CENTER (JRTC) & FORT POLK
NONCOMMISSIONED OFFICER ACADEMY
1732 22ND STREET
FORT POLK, LA 71459

AFZX-GT-NCOA

1 April 2010

MEMORANDUM FOR All Student attending the Fort Polk Warrior Leaders Course

SUBJECT: The Commandant's Warrior Navigation Challenge

1. Purpose: The Commandant's Warrior Navigation Challenge is designed to inspire teamwork in junior leaders who attend the Fort Polk Warrior Leaders Course.
2. General: The Commandant's Warrior Navigation Challenge is a Squad competition which gives one Squad an opportunity to distinguish themselves above their peers as the most cohesive team, capable of setting the standards for all others to follow. The competition encompasses moving your squad from one point to another through varying terrain, testing the navigation skills of all Soldiers within that squad. This event will test the Squads technical competency, physical strength, endurance and ability to work as a team.
3. Actions: Each course is completed as a squad with all members contributing. This is a timed event not to exceed three (3) hours. The course will consist of four points; the Squad that completes the course in the fastest time will be declared the winners. Accuracy is paramount during this competition. The squad that finds four (4) out of the four (4) determined points in the fastest time will be declared the winners. Listed below are a sequence of events and a brief outline of the task, conditions, and standards for this competition.
 - a. Start/Finish time: All Squads will start at exactly the same time. The time will start via FM radio when all squads have reached their perspective start points. The Squads time will stop when all Soldiers in that squad reach the finish point and sound the air horn. At the three hour mark if a Squad has not reached the finish point, THE SGL with that Squad will take charge and navigate the Squad to the finish point regardless of the location on the course.
 - b. Team Duties: Each Squad will designate one Soldier for Pace count, one Soldier for compass and one Soldier to plot grids; one member of the team cannot have all duties. To ensure all members of the Squad participate; duties will be rotated at each point. It is entirely up to the Squad who will perform what duties at what time; however each member of the Squad must complete at least one of these tasks in order for the Squad to complete the course to standard.

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- c. QA/QC: SGL'S will execute the course with their Squad. They will not assist in anyway with the exception of injuries or safety violations. Only one eight (8) digit grid will be issued at a time. The SGL will have in their possession the grids for the follow on points. The SGL will mark down the alphanumeric number and stamp the paperwork for the point found. At that time the Squad will change out duties and the next grid will be issued. The faster your Squad reaches the point the faster they receive the next grid.
 - d. Grading: The accuracy of the points, the time and the overall performance will be graded by the NCO Academy Test Control Officer (TCO). Disqualifying factors are; not working as a team, not all members of the squad competing and not accurately locating four (4) out of four (4) determined points. All actions will be recorded by the SGL with that Squad.
 - e. Start Points: All start points will be issued through a random selection process determined by the TCO.
- 4. All events will be supervised by the NCO Academy Cadre. Any discrepancies will be addressed to and decided by the Chief of Training.
 - 5. POC for this memorandum is the undersigned @ 531-4970.

(Original Signed)
RANDY M. McGEE
CSM, USA
Commandant